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# United States Patent [19]

Chan

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## [54] EDUCATIONAL/BOARD GAME APPARATUS

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### Related U.S. Application Data

- [63] Continuation-in-part of Ser. No. 273,704, Nov. 15, 1988, abandoned, which is a continuation of Ser. No. 97,094, Sep. 16, 1987, abandoned.
- [51] Int. Cl.<sup>5</sup> ..... A63B 67/00; G09B 7/00
- [52] U.S. Cl. .... 434/339; 273/237
- [58] Field of Search ..... 434/334, 335, 339;  
178/18; 273/237, 238

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### [57] ABSTRACT

Method and apparatus for educational games comprising a plurality of printed cards/boards, and a novel low-cost touch pad with interface cable to the personal computer game-port. When an educational game is played, the player responds to computer questions/words/graphic object by pressing the corresponding answer in the printed card/board which is placed on top of the touch pad. This selection in terms of touched coordinates of the touch pad is sensed by the computer through the computer input/game port. Both computer generated sound and animation graphic pictures in terms of video games or others are used for either positive or negative feedback to the player. A variation of the same apparatus can be used for playing various computerized board games with a plurality of moving game pieces, and game boards by one or more players.

2 Claims, 7 Drawing Sheets

